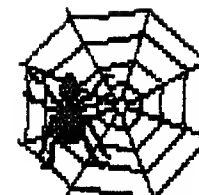


VOLUME VIII, #21

BORIS THE SPIDER

A Journal of Duplicitous Doings,
Raw Power, and Naked Greed
"Oh, what a tangled web we weave
When first we practice to deceive"
-- Sir Walter Scott --



8 Sep 05

(#241)

Two Games End!

Congratulations go to Mike Scott (France) on a narrow win in our second game of MACHIAVELLI. Kevin Wilson was close behind in the race for 15 cities with 13. Dave Anderson and Lee McConnell (assisted this turn by Chris Hassler) survived while Cary Nichols and Forest Cole didn't.

Congratulations go to Paul Zieske on convincingly winning our fifth game of SETTLERS OF CATAN winning in a mere 12 turns.

We dodged a very large bullet. Hurricane Katrina made landfall about 200 miles west of here, clobbering the Mississippi coast and New Orleans. We had tropical storm scale winds and very little damage except along the beaches. After all, anything that could stand up to Category-3 winds from Dennis six weeks ago wasn't likely to be fazed by tropical storm gusts. We haven't heard yet from ex-Boriser Paul Saunders and family who live about 20 miles north of where H Katrina made landfall. Kevin Wilson in Baton Rouge reported in OK.

We have a Boardman Number for "Boris XVIII". It's "2005F". That means it's the sixth game registered this year. Less than one a month.

GAME OPENINGS:

CIRCUS MAXIMUS: Need up to four charlateers (see p 15).

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "The practice of violence, like all actions, changes the world, but the most probable change is to a more violent world." -- Hannah Arendt

NEW ON THE WEBSITE: We've added some links to MERCHANT OF VENUS variants (Reference 1). We've updated the Game Index page, albeit not as much as I'd like. We've reformatted the *ishkibibble* KINGMAKER house rules somewhat and updated the Hall of Fame entries.

PSYCHOCON 2005 is approaching quickly! It takes place from 21st October to 23rd October @ the Crown Hotel, Harrogate, UK. Full details can be found at Reference 2.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) goes this month to Jack Shacklett for his "Boris XVIII" press datelined Constantinople.

This month's Ms Nar Super-Sudsy Bomb is lobbed at John Quigley for delay of zine.

REFERENCE:

1. <http://hometown.aol.com/prbolduc/boris/variants/vindex.html#Mou>
2. <http://www.psychozine.co.uk/psychocon/>

PERSONAL COMMUNICATION HERE (maybe):

BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

TABLE OF CONTENTS

Addresses	p 18
BLACKBEARD	p 8
BRITANNIA	p 7
CIRCUS MAXIMUS	p 15
COLONIAL DIPLOMACY	p 5
DIPLOMACY	p 2
1830	pp 10-11
HISTORY OF THE WORLD	p 13
JUNTA	p 12
KINGMAKER	p 9
KREMLIN	p 14
MACHIAVELLI	
II	p 3
Gambat	p 4
MAHARAJA	p 6
On Deck	p 18
Opening Elsewhere	p 4
PUERTO RICO	p 15
SETTLERS OF CATAN	p 17
SOURCE OF THE NILE	p 19
STELLAR CONQUEST	p 19

FIRST CLASS MAIL

Deadline for most games is 1800 CDT 7 Oct 05



WAR!
Spring 1901

XVIII
2005F

CLIFFHOME: Long-contained resentments have finally bubbled to the surface and a fit of violence is about to perforate the thin veneer of civility in international relations. War is upon us, the world will never be the same when it's over. The Chief Bug is delighted.

TROOP PLACEMENT

AUSTRIA (Nichols): A Bud-Ser, A Vie-Gal, F Tri-Alb;
ENGLAND (Anderson): A Lpl-Yor, F Edi-Nwg, F Lon-Nth;
FRANCE (Boyum): A Mar-Spa, A Par-Pic, F Bre-Mid
GERMANY (Haffey): A Ber-Kie, A Mun-Ruh, F Kie-Hol
ITALY (Copeland): A Rom-Apu, A Ven H, F Nap-Ion;
RUSSIA (R. Fisher): A Mos-StP, A War-Ukr, F Sev-Rum, F StP(sc)-Fin;
TURKEY (Shacklett): A Con-Bul, A Smy-Arm, F Ank-Con.

Orders in brackets fail.

Due next are orders for Fall 1901 and Press. Ms Nar loves Press.

EMBASSY BEAT

Austria-Italy: Ya better watch your step, little brother.
Austria-Russia: How about some cooperation?

France -> World: Those who have made no moves against me will be receiving communication from me immediately. You will notice that I have made no aggressive moves toward anybody. So far you are all sweethearts. We will soon discover the scum-sucking dogs among you. We will see how many dung-munching canines are at our game board.

France -> England: I'm not in the English Channel. If aren't as well, we'll be talking.
France -> Italy: Piedmont is the key. An open unoccupied Piedmont is a wonderful thing.
France -> Germany: The Ruhr and Burgundy will show clearly our intentions.
France -> Turkey: You're pretty far away my fine Sultan.
France -> Russia: Likewise Tsar. You're way over the horizon.
France -> Austria: More later.

The view from Berlin - Not much negotiation in this game, at least with me. I hope that is not a bad sign. Got a couple of emails here I see so, perhaps things are improving. Hey, I am open to any ideas anyone has that includes me as a friend. Lets talk.

Italy to All ---- Greetings to all potentates. This has been a very quiet start, which may be a good thing. But seriously folks, EVERYONE on the board can use an Italian ally for some nefarious deed. Think up an exciting strategy and I'll be happy to join in. All letters answered in strict confidentiality.

Constantinople: The blessed Sultan and Caliph of the Ottoman Empire, Hydraulic Jack, announces that the Immortals will be providing security for Turkish nationals in Bulgaria due to the recent goat cheese riots. Supplies of the feta cheese have become fetid cheese. Some instigators have blamed the Greeks, blaming them with an introduction of a new bacteria to destroy the feta cheese competition. Other news services have blamed Russia, Austria, and Italy in turn. The Sultan says the Immortals will remain until this smelly business has been digested.

BOURSE

"Clearwine"

Is cancelled again since only two players were registered.



MACHIAVELLI
It's Over!
Fall 1521

2003 D
pw10

Ragnocitti: The French are victorious. The Austrians were frustratingly near victory but inexplicably didn't capture vacant AVI and send F GOL to MAR to achieve parity and perhaps another year of strife. The Turks and the Papacy survived; Venice and Milan didn't.

TROOP MOVEMENTS:

Papal A PER retreats to g.

AUSTRIA (Wilson, 2d): F Mar H, F Rag-Her, F LA S A Dal, F Anc H, [F Cap-TS], F Cor S F GoL-LS, A Aqu S F Anc, [F TS-Pio], A Rome S A Per, A Her-Bos, A Dal S A Her-Bos, A Per H, F GoL-LS;
FRANCE (Scott, Od): [A Mil-Carin], A Trent S A Mil-Carin, A Ver-Fer, F Pisa S F Luc, A Man S A Ver-Fer, [F Luc S F Pisa], A Mod S F Luc, A Tyr S A Mil-Carin.
PAPACY (Anderson, 8d): [F Sie-Pio], G Per S A Are-Per, F Ven H, [A Flo-Are], [A Are-Per], [A Bol-Luc];
TURKS (McConnell/Hassler, 1d): A Pad S A Tre-Ver, F UA S A Cro-Dal, [A Fer S F UA(imp)], [A Cro-Dal], A Tre-Ver, A Aus S A Sla-Carin, A Car S A Sla-Carin, [A Sla-Carin].

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nso = not so ordered, nsu = no such unit, ntb = nothing to besiege, oth = off the board, otm = on the move, R = Rebellion, r-??? = must retreat oth or elsewhere, u = unordered.

Turk A FER must retreat oth or into g. If oth, France +1d, Turks -1d.

Supply Chart: Variable income roll is "4".

AUS (2+46d): BARI MES PAL SAR 1st Cor tun otr Dur NAP sal Alb cap her Rag spo aqu Rome +Anc +bos +Dal +Mar +per (13);
FRA (0+45d): AVI pro SALZ Gen Pav Swt como for -MAR Mil Sav par Mod Trent ber Cre Man Tur Tyr ver +fer(?) +Luc +Pisa (15+);
PAP (8+25d): BOL PER Flo -Pisa Ven -Luc Pio Sie pat pis Are urb (8);
TUR (1+24d): -bos HUN TUN(c) car Cro -Dal fri Tre Pad Fer? sla Aus -Anc -bol carin (8-).

France, with 15 or 16 cities, wins. Due next time are the retreat and any post-game comments.

EMBASSY BEAT

Austria to France: Sure, I'll give your 1d back. Next spring.

Austria to the Turk: Tough time for an NMR. Now my move to keep France from the win might be too late.

France to Austria: oh you of little faith, besides, I didn't have the 2d. The holy GM wouldn't grant me move moola....

GAME SUMMARY

THE CAST

AUS: Kevin Wilson SPR 13-SPR 22 -- Survived
FRA: Mike Scott SPR 13-SPR 22 -- WON!
MIL: Forest Cole SPR 13-FAL 16 -- ELIM
PAP: David Anderson SPR 13-SPR 22 -- Survived
TUR: Lee McConnell SPR 13-SUM 21 -- NMR out; Chris Hassler FAL 21
VEN: Cary Nichols SPR 13-FAL 18 -- ELIM

CITY CHART:

Power	13	14	15	16	17	18	19	20	21	22
Austria	7	8	10	8	6	8	11	11	10	13
France	3	5	7	10	12	12	11	10	12	15+
Milan	5	5	1	1	0					
Papacy	4	5	6	7	9	8	9	9	9	8
Turkey	4	7	10	8	7	10	11	12	9	8-
Venice	4	4	5	5	5	1	0			



Gunboat *MACHIAVELLI*
Milan Gione
SPRING 1457

2004A
pw1Q

TROOP MOVEMENTS:

Austrian A CAR retreats to CARIN. Neopolitan F IS retreats to MES. Turk F LA retreats to ALB. Austria (10d) maintains all (-9d). France (14d) maintains all but F PRO (-12d). Milan disbands all and disappears. Naples (19d) maintains all but F LS and F PIO (-18d). Papacy (21d) maintains all (-15d) and builds A PISA (-3d). Turks (17d) maintains all except F WM (-12d) and builds F DUR (-3d). Venice (30d) maintains all except A FRI, F CRO, F CAR (-15d) and builds F VEN (-3d).

AUSTRIA (1d): [A Carin-Mil], A Aus-Sla, A Tyr S A Carin-Mil;

FRANCE (2d): F Sar-Cor, A Salz-Sav, A Avi-Swi, A Tur-Pav;

NAPLES (1d): F Aqu S F LA, F Otr-IS, [F LA S F Otr-IS](r-???), F TS S F Pal-CM, F Mes S F Otr-IS, F Pal-CM;

PAPACY (3d): A Pis-Bol, A Flo S A Pis-Bol, [F Urb-UA](d), A Per-Sie, F Anc S F Urb-UA, A Pisa-Luc;

TURKS (2d): F Alb S F Dur-LA, F IS-Pal, [F CM S F IS-Pal], F Rag S F Dur-LA, F Dur-LA;

VENICE (12d): A Trent-Carin, A Bol-Urb, A Mil S A Trent-Carin, F UA S A Bol-Urb, A Cre-Man, F Ven S F UA;

AUTONOMOUS: Fer Luc Man Mod Mon Pio Salz Sav Sie Tur

Orders in brackets fail. b = besieged, C = convoy, d = destroyed, imp = impossible, nlo = no longer owned, no = not owned, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = must retreat otb or elsewhere, u = unordered.

Austrian A CARIN must retreat otb or to AUS, CARN, FRI or VER. Neopolitan F LA must retreat otb or to BARI, DAL, HER or OTR. Turk F CM must retreat otb or to TUN or WM.

Orders for Summer 1457 are due next time. And Press. Ms Nar craves Press. Game transcript and map are on the website.

EMBASSY BEAT

No Press received! Shame, shame.

GAME OPENINGS ELSEWHERE

BLUT UNDE EISEN (Tom Butcher): Openings in 1870, 1826, New World and whatever you may want to GM. Sub fee: 90¢ to \$1.20 an issue depending on size. Last issue received: #106, deadline 5 Sep 2005.

CHEESECAKE (Andy Lischett): DIPLOMACY. No game or sub fee. Last issue received: #258, 21 Aug 05, deadline 28 Sep 05.

GRAUSTARK (John Boardman): Standby players for DIPLOMACY wanted. Game fee/sub \$35 for duration of the game. Last issue received: #766, 6 Aug 05.

S.O.B. (Chris Hassler): Openings in GUNSLINGER and NEW WORLD. Sub fee: \$2/issue. Last issue received: #120, Aug 2005, deadline 30 Aug 05. See <http://home.adelphia.net/~chassler>

WHO DO YOU TRUST? (Tim Haffey, Sr): Openings in DIPLOMACY and these variants: Creation, Dollar Dot, Colonial, Youngstown and Nuclear Holocaust WWII. Sub fee is \$3/issue. Last issue received: #11, 1 Sep 05.



COLONIAL DIPLOMACY
"Wide Open Spaces"
Brits, Russians Wane!
1880

2003I
ea07

MIRKWOOD: Could this be the beginning of the end of the British Empire and the twilight of the Romanovs? The Dutch are now the pre-eminent power on the board with China tied with Britain for second and Japan right behind. The Turks are back and France continues its low profile.

TROOP MOVEMENT

British A BEN retreats to NEP. British F BAN(ec) retreats to CAM. Chinese A KAM retreats to AFG. Dutch F MP retreats to MNA.

BRITAIN (Nichols): [A Nep-Ben], A Tas S A Kam-Kag, A Kam-Kag, F Kar H, [F EIO-Cey], F Egy H, [F Cam-Ban(sc)](nsp), F Mal-JS, A Raj S F Kar, [A Pun-Kam], F RS S F Egy, F Hyd-Mad;

CHINA (Paulson): A Irk S A Mac-Mon, A P.Art H, A Mac-Mon, A Ben H, A Afg S A Tib-Kam, A Tib-Kam, A Yun-Sik, [A Kag S A Tib-Kam](r-???);

FRANCE (G. Wilson): A U.Bur S CHI A Ben, A N.Sam S F GoS-Ban(ec), F SCS-LS, F GoS-Ban(ec), F Coc H, F Ann-SCS.

HOLLAND (Anderson): A Ceb S F Mna, [F Dav-MP], F Sin S F Ban(wc)-Mal, [F GoM-Cey], F Mna S F Dav-MP, F Ban(wc)-Mal, F Jav-TS, F AS-Sum;

JAPAN (Quigley): F Via S A Seo, A Seo S F Via, F MP-LP, F For S F UP-MP, [F UP-MP], F Yel S A Seo, A Kyu H, F ECS H;

RUSSIA (Copeland): A Syr-Ara, A Kra-Akm, A Mos-Bok;

TURKEY (Boyum): A Tab-Per, A Bag-Shi, F Med S F Ang-Syr, F Ang-Syr, F Con-Ang, F Per-PG.

Orders in brackets fail; d = destroyed, imp = impossible, otb = off the board, nso = not so ordered, r-??? = must retreat somewhere, u = unordered.

Chinese A KAG must retreat otb or to KIR, TIB, URU.

Supply Center Chart:

BRI: Aden Bom Del Mad -Ben Egy Kar -Mal -Ban Cey -Kam Sud +Kag +Tas

CHI: Can Pek Sha Sik Ass -Kag Mon Mac +Ben +P.Art +Kam

FRA: Ann Coc Ton May HK U.Bur +Ban

HOL: Bor Java Sum New Ran Sar Dav Sin +Ceb +Mal +Mna

JAP: Kyo Kyu Ota Tok Fus Sak For Seo +Via

RUS: Mos Ode Oms -P.Art -Via

TUR: Ang Bag Con Per Rum Tab +Shi

(10) Tear 2
(10) Build 2*
(7) Build 1
(11) Build 3
(9) Build 1
(3) Even
(7) Even

*If Chinese A KAG retreats otb, may build 3.

Due next time are retreats, builds/tears and orders for 1882. And press; Ms Nar craves press.

EMBASSY BEAT

Intercepted cable from St. Petersburg to Count Hadenov-Already:

Hadenov, what in heaven's name is going on???? Why is there a Russian army in the Arabian Desert and none in Vladivostok where they belong??? Please return at once, we have a nice bullet-pocked wall for you to inspect.

Regards, Emperor Ivan

Turkey -> Britain: Retreat now while you still have some dignity left. It will be stripped from you if you persist in your unjustified, illegal conquests. So far you've only faced old women and little kids. Wait until you taste Turkish lead and Russian boot leather. You'll sing a different tune my scum-sucking dog friend. My friend the Tsar and I are going to give you the bum's rush. Outside the cantina face down in the gutter, your bleary, blood-shot eyes will feast upon the luscious women of my harem. You can look, but you can't touch. Arise, knave! Brush off the debris of the street. Straighten your Depends undergarments. Scrape the dog doo from your feet (and between your toes). Toss aside the rusted tuna can you just ate lunch from. Stop wringing wet diapers into your dented tin cup. That isn't lemonade. The Tsar and I will do our best to get you back on the straight and narrow, but you have to help yourself as well. We can't do everything for you. Now, my friend. On your knees and beg for forgiveness. I am more forgiving than the Tsar. I grant you forgiveness for your transgressions, which are legion. I believe the Tsar wants a more tangible sign of apology. A pound of flesh as it were. You'll have to work that out with him.



MAHARAJA

Turn 10
Cholas Begin Fade



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Score: Yellow 44, Purple 35, Blue 17, Green 6.

TURN 10

BOARD:

Pandya (2.5): 1A @ Kerala.

Marathas (2.5): 2A @ Andhra, Bundelkhand, Maharashtra; 1A @ Gujarat, Khandesh.

Cholas (x): 1A.L @ Lanka; 1A @ Bijapur, Malabar, Sinhala.

Sinhalese (1): 2A @ Mysore; 1A @ Golconda, Karnatak.

Rajputs (1.5): 4A @ Punjab; 2A @ Oudh; 1A @ Bihar, Delhi, Jaunpur.

Muslims (1): 8A @ Afghanistan; 3A Gandhara; 2A @ Kashmir, Sind; 1A @ Baluchistan, Rajputana;

Aybak @ ???.

Mughals: 4A @ C Asia

Pandya (2.5): Grow 1 pp. Add 1A @ Kerala. 2A Kerala-Karnatak (5,4:6 -1 each)

Marathas (2.5): Grow 3.5 pp. Add 1A @ Andhra & Bundelkhand. 2A Andhra-Golconda (1,1:5 -1 Maratha, 1 Sinhalese r-Mysore), 1A Maharashtra-Bidar, 1A Bundelkhand-Orissa, 1A Bundelkhand-Magadha, 1A Khandesh-Maharashtra.

Cholas (x): Can't grow. Hold.

Sinhalese (1): Grow 0.5. ...

BOARD:

Pandya (0.5): 1A @ Karnatak.

Marathas (0): 2A @ Andhra, Maharashtra; 1A @ Bidar, Bundelkhand, Golconda, Gujarat, Magadha, Orissa.

Cholas (x): 1A.L @ Lanka; 1A @ Bijapur, Malabar, Sinhala.

Sinhalese (1.5): 3A @ Mysore.

Rajputs (1.5): 4A @ Punjab; 2A @ Oudh; 1A @ Bihar, Delhi, Jaunpur.

Muslims (1): 8A @ Afghanistan; 3A Gandhara; 2A @ Kashmir, Sind; 1A @ Baluchistan, Rajputana;

Aybak @ ???.

Mughals: 4A @ C Asia

LEGEND: A = Army, F = factory, L = leader, pp = population points, r-??? = retreats to ???, w-??? = withdraws to ???

Game transcript and map are posted on the website.

--"Frisian" continued from the next page

Saxons (E, 0.5): 2A @ Norfolk, Suffolk; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, March, S Mercia, Sussex, Wessex.

Angles (D, 2.5): 3A.L @ N Mercia; 2A @ Bernicia, Dunedin, Pennines, York; Offa?

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point. R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

Current map and transcript can be found on the website.



BRITANNIA

"Frisian"
Turns IX-X

The Cast: Nations in Italics are extinct, in parentheses are not yet in play.

A (Hanna): *Romans, R-Bs*, (Norsemen, Norwegians)

B (Anderson): Welsh, *Jutes*, (Normans)

C (Butitta): Brigantes, Caledonians, (Danes)

D (Boyum): Picts, Irish, Angles

E (Frueh): *Belgae*, Scots, Saxons, (Dubliners)

TURN IX

SCORE: A(45), B(39), C(37.5), C(31), D(27)

Irish (1.5): Grow 3.5 pp. Nothing in Forcepool. 1A @ Atlantic-Dyfed.

Scots (1): Grow 0.5 pp. Hold.

Saxons (2): Grow 7.5 pp. Add A @ Essex, Kent & Hwicce. 2A @ Lindsey-Norfolk (5,4:3 -Angle), 2A Essex-Suffolk (5,2:1 -Angle), 1A Hwicce to March, 1A Kent-Essex.

Angles (1): Grow 4.5 pp. Add 1A & Oswiu @ N Mercia. 1A Frisian-York-N Mercia, 2A Strathclyde-Dunedin, 2A Dunedin-North-York.

SCORE: A(45), B(39), C(37.5), C(31), D(27)

TURN X

Board:

Welsh (B, 1.5): 4A @ Powys; 1A @ Clwyd, Cornwall, Devon, Gwent.

Brigantes (C, 0.5): 2A @ Galloway, Lothian; 1A @ Cumbria.

Picts (D, 1): 2A @ Dalriada, Skye; 1A @ Alban, Mar, Moray.

Caledonians (C, 0): 2A @ Caithness; 1A @ Hebrides.

Irish (D, 2): 2A @ Cheshire, Downlands, Dyfed, Gwynedd.

Scots (E, 1.5): 1A @ Orkneys.

Saxons (E, 0.5): 2A @ Norfolk, Suffolk; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, March, S Mercia, Sussex, Wessex.

Angles (D, 2.5): 3A.L @ N Mercia; 2A @ Bernicia, Dunedin, Pennines, York; 1A @ Strathclyde, Offa?

Bretwalda may be elected. C casts 2 votes for the Brigantes. D casts 9 votes for the Brigantes. E casts 10 votes for the Brigantes. Brigantes are Bretwalda. C scores 2 VP.

Welsh (1.5): Grow 2.5 pp. Add 1A @ Devon. 4A Powys-Dyfed(4,4,2,2:4,1; 6,5,3,2:5,3 -2 Irish, -1 Welsh), 1A Devon-Powys.

Brigantes (0.5): Grow 2.5 pp. Add 1A @ Lothian. 3A Lothian-Strathclyde (5,2,1: -Angle).

Picts (1): Grow 2.5 pp. Add 1A @ Skye. 3A Skye-Hebrides (6,5,3:2 -1 Caledonian), 1A @ Dalriada-Skye.

Caledonians (C, 0): Grow 0.5. ...

SCORE: A(45), B(39), C(37.5), C(33), D(27)

Board:

Welsh (B, 1.5): 3A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Powys.

Brigantes (C, 0.5): 3A @ Strathclyde; 2A @ Galloway; 1A @ Cumbria.

Picts (D, 1): 3A @ Hebrides*; 1A @ Alban, Dalriada, Mar, Moray, Skye.

Caledonians (C, 0): 2A @ Caithness; 1A @ Hebrides*.

Irish (D, 2): 2A @ Cheshire, Downlands, Gwynedd.

Scots (E, 1.5): 1A @ Orkneys.

--Continued on p 6



BLACKBEARD

Turns 43-48



THE CAST:

1. (Barrett) Portugues, Sloop
2. (Zodda) Davis, Sloop
3. (Bargender) Teach, Sloop
4. (Martin) Rackham, Schooner.

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	Q22	+3	3	23	3	6	212	30	--	--	FS
2	Davis	Sloop	S19A	+3	6	11	5	5	99	--	--	33	NP
1	Herdman	KC	DD20	3	11sc								
3	Teach (sc)	Sloop	S19	+3	2sc	4	3	3	0	45	--	--	B
4	Rackham	Scnr	Box4	-2	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	V20	4	10sc								
4	Rhett	KC	Box1	5	13								

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: Q22 (S7), Q22, 66, 54, 16, 26, 54, 65
 Warships: B7 @ D19, 33
 Anti: 24, 54, 64
 Destroyed Port: 14, 32

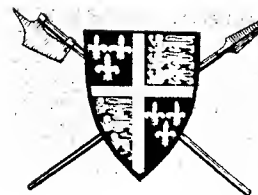
Turn	Player	Action	Draw
43	4	HD ransoms hostage 5*100*1.1 = 550 to NW Draw 2 merchants at 31	*C 31, 56
44	4	JR moves to Box 5, search= no Draw warship at 34 Random event (reshuffle) Crew unrest, scurvy +1, Cpts OK Calls a mutiny check on ET: $dr^{12} = 7 > 3$, check $dr^6 = 1 < 3$. ET talks his way out of it, reset Unr to 6 Remove odd merchants, place 1 merchant @ 52 BP moves 2+3 to Santa Domingo (S19) and anchors. Warship blockades HD & BP, -1 to unr BP refits while blockaded, +2 to Combat	33, *B 34, 11 31 61 52, 23 66 21
45	1	BP weighs anchor and moves 5+3, 1+3 vs 6 intercepted by F7-5! BP uses cunning: 2+3 vs 6, still intercepted. F7 vs BP: $8+7 < 10+4+5$, BP takes 1 damage, +5 N, moves to Q22 Search, no sighting.	33 *A, 32 11
46	1	BP refits while blockaded, +2 to Combat	62, *C
47	1	BP weighs anchor and moves 5+3, 1+3 vs 6 intercepted by F7-5! BP uses cunning: 2+3 vs 6, still intercepted. F7 vs BP: $8+7 < 10+4+5$, BP takes 1 damage, +5 N, moves to Q22 Search, no sighting.	33, 34
48	1	Attacks N5, $5+5+4-5 > 8$, captured, 5 to H2 Hostage $2+5 < 10 = \text{no}$ Draw 2 merchants @ 33	
49	1		

STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cum	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	Q22	5	5	28	(2/3)	5	212	30	5	--	FSN
2	Davis	Sloop	S19A	+3	6	11	5	5	649	--	--	--	NP
1	Herdman	KC	DD20	3	10sc								
3	Teach (sc)	Sloop	S19	+3	1sc	4	3	6	0	45	--	--	B
4	Rackham	Scnr	Box5	-2	5	0	2	7	0	--	--	--	--
3	Hornigold	KC	V20	4	9sc								
4	Rhett	KC	Box1	5	13								

The Board:

Guvs: Pro: 35, 46, 53, 31
 Merchants: Q22 (S7), 66, 54, 16, 26, 54, 52, 33, 33
 Warships: S19 (F7-5)
 Anti: 24, 54, 64
 Destroyed Port: 14, 32



KINGMAKER

"King of Pain"

Turns 6 & 7

KoP

The Cast:

THE MAD HUNGARIANS (Dowrey): Percy [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Burgundian Crossbowmen [30], Carlsbrooke, Northampton [(20)], Fitzalan [30]. Event cards (2), Crown Cards (4).

THE CALIFORNIA CONNECTION (Scott): Pole [30], Chancellor of England [50], Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester [(20)], Holland [20], Duke of Lancaster [30], Holland [20]. Event cards (3), Crown Cards (3).

KNIGHTS OF THE PRIVY POT (Deb Anderson): Mowbray [50], Treasurer of England [50], Bishop of Carlisle [(30)], Burgundian Crossbowmen [30], *Le Swan*, Lancaster [(20)]; Hastings [10]. Event cards (2), Crown Cards (4).

THE STAFFORDSHIRE QUARTERSTAFFS (Shacklett): Stafford [30], Chamberlain of Chester [(2)50], Scots Archers [20], Le Lucas, Nottingham [(20)]; Neville [50]; Audley [10], Roos [20]. Event cards (2), Crown Cards (2).

WESTERN FRONT (Martin): Howard [10], Duke of Exeter [20], Archbishop of Canterbury, *Le Rose*, Bristol [(30)], Coventry [(20)]; Clifford [10], Earl of Worcester [30]. Event cards (3), Crown Cards (2).

ERRATUM: *Le Rose* is at S9, not K5.

Turn 6 Combat:

1. Percy & Fitzalan (210) vs Holland, Scrope, Pole, & Duke of Lancaster (220) vs Fothering Hay (200). TCC & MH ally to besiege Fothering Hay. TCC adds Scots Archers (20) to Holland. MH makes Fitzalan Warden of the Northern Marches [(1)50]. All but Pole and Percy participate.
2. Hastings and Mowbray (190) vs Roos (20). Card #45, majority Victory. Hastings (8), Mowbray (4), and Roos (9) survive. Roos is captured and executed (Loyalty = 7, so Roos back to SQ).

Turn 6 Card Draw: All receive a crown card.

Turn 7 Events:

MH: #74: Plague at Lincoln and Newark = n/e.
 TCC: Gets a card.
 KPP: #35: Storms at Sea. *Le Rose* to Weymouth. *Le Swan* to Preston.
 SQ: #101: Gales at Sea = n/e
 WF: #130: Vacillating Noble = n/e

NOBLES: Audley @ Pk; Berkeley, Clifford, Grey & Howard @ *Le Rose*; Hastings & Mowbray @ Nc; Neville @ *Le Lucas*; Percy, Fitzalan, DoL, Holland, Pole, & Scrope @ Fothering Hay.
SHIPS: *Le Lucas* @ Milford Haven, *Le Rose* @ Weymouth, *Le Swan* @ Preston.

HEIRS: King Henry @ Fothering Hay w/ Pole, Margaret @ Fothering Hay w/ Percy, Edward of Wales @ Kenilworth, Richard of York @ Fothering Hay, Edward of March @ Carlsbrooke, Edmund of Rutland @ Beaumaris, George @ Cq w/ Stafford, Richard of Gloucester (GRIP).

PRESS:

Pig Sty Inn - Letter to Neville from Stafford intercepted by the knave Reporter. "My Honorable Neville, Please haste to Chichester with all dispatch on the *Le Lucas*. I have needs to bring the heir George to a safe abode. this Pig Sty aptly deserves its name and I long for a decent bed not shared with a thousand little bedfellows. The ale is flat and wenches also. Not a decent place for a noble although the boar abounds aplenty for hunting. If you hear of Roos, let him know to meet us in Wales once we have boarded ship.



FRUEH IS MISSING

SR 7 & OR 7.1

FIM

SR 7 (concluded)

All pass. Bailey has the priority. Everything sold out but Erie and B&O so PA rises to C155, NYNH&H and B&M to C140, CP to C125, NYC to E82 and C&O to H40o.

PLAYER STATUS: Cert limit is 13

Bailey \$367 5B&O* 3C&O 2NYC 1PA 1B&M [4] (Priority)
Hanna \$2100 6NYNH&H* 6NYC* 2B&M 1PA 1B&O [13]
Bolduc \$1278 6CP* 3NYNH&H 2PA 1B&O 1B&M 1NYC 1Erie [13]
Copeland \$773 6C&O* 5PA* 2CP 1NYC [7]
Zieske \$1018 6B&M* 5Erie* 2CP 1B&O 1C&O 1NYNH&H 1PA [13]

CORPORATE STATUS

Corp	Prez	Price	Par	IO	Pool	Cash	Trains	Tokens
PA	RC	C155	--	0	0	680	-	H12, H10, G19S, 1
NYNH&H	CH	C140a	--	0	0	32	45	G19N, F22
B&M	PZ	C140b	--	0	0	180	45	E23, F22
CP	PB	C125	--	0	0	148	6	A19, B16, 2
Erie	PZ	A100	100	4	0	1000	--	(E11), 2
NYC	CH	E82	--	0	0	210	6	E19, H16, 2
B&O	CB	I50y	100	2	0	779	4	I15, G19N, 1
C&O	RC	H40o	--	0	0	3	45	F6, H10, 1

OR 7.1

PA: Lay track #46 in hex G3(sw). No train, no runs, no dividends. Stock drops to C140. Purchase first "D" train for \$1100 using \$680 from PA's coffers and \$420 from RC's personal slush fund. All "4" trains removed from play. Price to C140.

NYNH&H: Play tile #8 in I13(w). Run G19-G17-G19-H18-H16 (\$260). Pay dividends (CH+156, PB+78, PZ+26). Price to C155a.

B&M: Play tile #57 in F16(ne) (-\$120). Run G19-G17-G19-F20-F22 (\$210). Pay dividends (PZ+126, CB+21, CH+42, PB+21). Price to C155b.

CP: Play tile #9 in C19(nw) (-\$80). Run A9-B10-B16-A19-B20-B24 (\$190). Pay dividends (PB+114, RC+38, PZ+38). Price to C140b.

Erie: Play tile #59 in E11(sw). Place token in E11(e). No train, no run, no dividends. Price falls to A90. Buys no train.

NYC: Play no tile. Place token in G19(s) (-\$100). Run G19-G17-G19-H18-H16-I15 (\$320). Pay dividends (CH+192, PB+32, RC+32, CB+64). Price to E90.

B&O: Play ...

PLAYER STATUS: Cert limit is 13

Bailey \$452 5B&O* 3C&O 2NYC 1PA 1B&M [4]
Hanna \$2490 6NYNH&H* 6NYC* 2B&M 1PA 1B&O [13]
Bolduc \$1523 6CP* 3NYNH&H 2PA 1B&O 1B&M 1NYC 1Erie [13]
Copeland \$423 6C&O* 5PA* 2CP 1NYC [7]
Zieske \$1208 6B&M* 5Erie* 2CP 1B&O 1C&O 1NYNH&H 1PA [13]

CORPORATE STATUS

Corp	Prez	Price	Par	IO	Pool	Cash	Trains	Tokens
NYNH&H	CH	C155a	--	0	0	32	5	G19N, F22
B&M	PZ	C155b	--	0	0	60	5	E23, F22
PA	RC	C140a	--	0	0	0	D	H12, H10, G19S, 1
CP	PB	C140b	--	0	0	68	6	A19, B16, 2
NYC	CH	E100	--	0	0	110	6	E19, H16, G19S
Erie	PZ	A90	100	4	0	1000	--	E11E, 2
B&O	CB	I50y	100	2	0	779	--	I15, G19N, 1
C&O	RC	H40o	--	0	0	3	5	F6, H10, 1

The Bank has \$3,852.

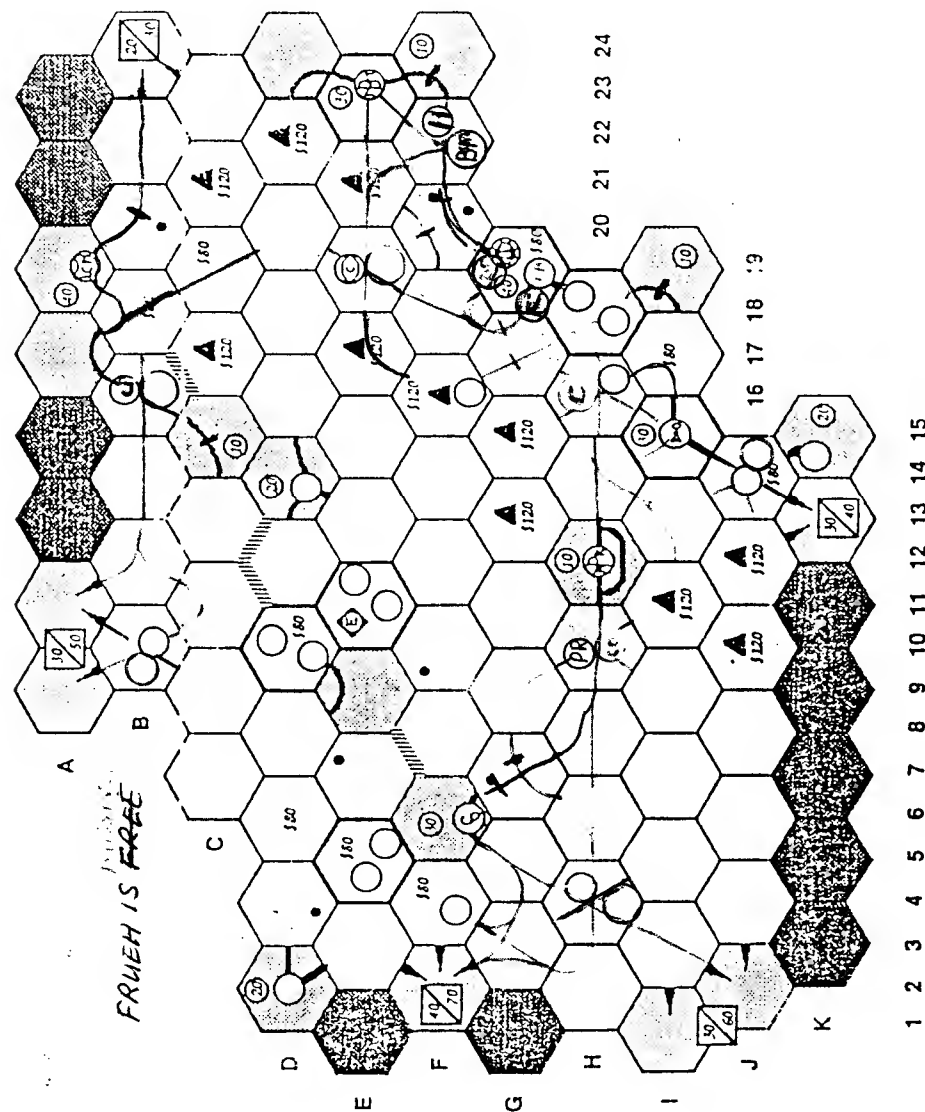
AVAILABLE TRAINS: DDDDD..

AVAILABLE TILES:

Yellow: 3(2), 4(2), 7(1), 8(5), 9(3), 55(1), 56(1), 57(3), 58(1)

Green: 16(1), 18(1), 19(1), 20(1), 23(1), 24(2), 25(0), 26(1), 27(0), 28(1), 29(1), 59(1)

Brown: 39(1), 40(1), 41(2), 42(1), 43(2), 44(1), 45(2), 46(1), 47(1), 64(1), 65(1), 66(1), 68(1), 70(1)





JUNTA COUP ATTEMPT!! Year 4



THE CAST: (and Table order)

Rick Copeland (Martini)
Chuck Hanna (Shades)
Wayne Morrison (Mustache)

Dave Anderson (Hat)
John Butitta (Stickpin)

TURN 4 Coup (continued)

Combat 2: Marines and gunboat fire at Cops (6,5,4,3 = 1 hit). 1st Brigade and Cops fire at Marine (6,6,6,5,5,4,4,3,2,1 = 3 hits).

Movement 3: Martini has no troops to move. Hat moves Strikers to Railroad Station. Shades moves nothing. Stickpin moves all troops into the presidential palace. Mustache moves all to Tracks.

Combat 3: Gunboat fires on Cops/1st Brd (1,6,6 = 2 hits, -2 Cops). No other combat.

Movement 4: Hat stays put. Shades moves 3 units of 2 Brd to Chamber of Deputies. Stickpin ...

PRESS:

Huzzah to the Rebellion. Huzzah for Freedom. Huzzah to more foreign aid.

Free WBAN reporting:

The brave Banianian Marines have fallen in the fight for freedom. The Marines outnumbered 10 to 1 with the help from the Gunboat did manage to take out one of the attackers.

While the brave strikers have taken another objective from the governmental forces. The gunboat will let loose on any governmental forces who pursue the strikers. The strikers are just making sure the trains are running on time.

"Aye, Carumba. The wealth in our President's palace makes Juan's eyes water with shame. Power to the People!"

BOARD: * indicates first fire opportunity, locations in italics are objective areas

Stickpin: REBEL: 3rd Brd CO: 6xTroops (*Presidential Palace*)

Mustache: Minister, 1st Brd CO: 6xTroops (Tracks), 1 Cop (Tracks)

Martini: *El Presidente*: nada

Hat: REBEL: Air Force CO, Admiral: Gunboat (River), Paratroops (*Railroad Station*), 5xStrikers

Shades: 1st REBEL: 2nd Brd CO: 3xTroops (University City), 3xTroops (*Chamber of Deputies*)

STATUS: The Bank is not safe. There is a Coup.

Martini: *El Presidente* (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C, 0S

Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), Christian Democrats (5v), 2C, 0S

Shades: 2nd Brd CO (1v), Labor Union (5v), 2C, 0S

Stickpin: 3rd Brd CO (1v), 4C, 0S

Mustache: Minister, 1st Brd CO (2v), The Church (10v), 3C, 0S

Due next: Coup Phase 3 movement, starting with Martini.

You have _ MP in hand and _ MP in the Bank.



HISTORY OF THE WORLD

CHRYSES

EPOCH III CONTINUED



TAG CAST:

Azure: Martin
Orange: Anderson

Ebony: Nichols
Purple: Zieske

Green: Wilson
Red: Morrison

EPOCH III:

MARYA (R): Play "N. American Migrants" (1RI @ App & Dee), 1A.C.RM @ GaD (1PII r-Mal), 3A @ GaV (1,1:2: 1,1:5; 5,5:1 -2RIII,1GI), 1A @ UIn (4,3:1 -1GI,c), EDe, EGh(5,1:2 -1GI), 3A @ Mal(2,1:5:2; 6,5:5,3; 5,1:6,4, 4,3:6,4 -3RIII,1PI). SCORE: 18 + C(3x2) + c(1) + M(2x2 +1) + Mid E(P=3) + China(D=6) + India(D=6) + SE Asia (P=1) = 43.

HAN DYNASTY (A): Play "Southern Iberia" (+IAII,c,f, -1PVI), "Jihad". 1A.C.AM @ GPC (1RII r-Wei), 2A @ Che (3,5,2,1:6; 5,5,3:3 -1AIII, 1RIII), 1F @ SCS, 1A @ Eln, 3A @ Yel (4,5,3:4+1; 5,2:2+1; 1,1:5+1; 5,1:3+1 -2AIII,2RI,c,c), 1A @ Wei (5,1:5; 3,2:1; 6,1:5 -2RII,C +c), 2A @ Tar(6,4:6; 2,1:6, 6,3:5 -1AIII, 1RI), 1A @ SiK(6,6:1 -1RII). SCORE: 18 + C(1x2) + c(3) + M(1x2 +1) + S(1) + N Afr(P=2) + China(D=6) + India(P=3) + S Eur(P=3) + SE Asia(P=1) = 42.

MAYANS (U): Play 1A.C.f @ CAM.

HSMANG-AM (U): Play 1A @ Mon, 3A @ Wei(5,1:6,5; 4,4:6,2; 5,4,3,2 -2OIII,1AIII,c), 1A @ GPC(5,1:5; 6,1:3 -1AII,C +c), 1A.OM @ Tar(4,1:1 -AIII), 2A @ Che(6,5:6; 2,1:5; 5,3:2 -1OIII,1AIII). SCORE: 20 + C(2x2) + c(2) + M(2x2 +2) + Mid E(P=3) + China(D=6) + S Eur(P=3) = 44.

ROMANS (P): Play "Rebellion" @ GPC (4,4:6 no) and "Weaponry". 1A.C.PM @ SAp, 1F @ WMS, EMS (4+1,1:3 -GF), 1A @ Pyr, 2A @ Sib (3+1,1:5+1; 6+1,3:1+1 -1PIII,1AII,c,f), 1A @ Sha (6+1,2:3 -1GIII,c), Lib (6+12,1:1 -1AII), Nil (6+1,5: -1GIII), Nub (5+1,4:1 -1GIII, -GF @ Red), 2A @ Pin (6+1,4:6+1,5; 6+1,1:6+1,6; 4+1,1:5+1,2; 4+1,3:4+1,2; 6+1,2:1+1,1 -1GIII,C,f +c, Law & Commerce to SAp, 1A @ Mor (5+1,3:3 -1GIII,c), Cre (5+1,1:1 -1OII,c), 3A @ Pal (4+1,4:6+1; 4+1,2:5+1; 6+1,2:5+1 -2PIII,1RI,c,f), 1A @ Lev (3+1,3:2 -1GII), 2A @ UTi (2+1,1:4; 5+1,4:1 -GII,c), 1A @ MTi (4+1,3:1+1; 5+1,5:4+1 -2OI,f,C +c), 2A @ LTi (5+1,3:5+1; 1+1,1:6+1; 6+1,5:3+1; 6+1,3:2+1 -1PIII,2WI,f,C +c), 1A @ Zag (6+1,3:3,1 -1WI), 1A @ PSD (3+1,1:6 -1PII). SCORE: Law(1) + Commerce(1) + 32 + C(1x2) + c(4) + M(2x2 +2) + S(2) + Mid E(D=6) + N Afr(C=6) + S Eur(D=6) + SE Asia(P=1) = 65.

SASSANIDS: No show.

SCORE (VP/SP): G(65/26), P(65/35), O(44/20), R(43/20), A(42/25), E(20/21)

BOARD:

AII: SiK, Yel(c).

EI: Con, Est, Hin, SAf, Tur, WSt; **EII:** BSb, Dni, LRh(2), NEP; **EIII:** Alb(EM), CMa, Hig, Ire, NGa, WGa.

GI: Lin(GM), PPI, PSD, WDe; **GII:** Cau, EAn; **GIII:** CEu, Dal.

OI: CAM(C,f); **OII:** Bal; **OIII:** Che, GPC(c,AM), Mon, Tar(OM), Wei(RM).

PI: UN(c,f); **PII:** Mal(2); **PIII:** Cre, Lev, Lib, LTi(c,PM), Mor, MTi(c), Nil(AM), Nub, Pal, Pin(c,GM), Pyr, SAp(C,PM, Law, Commerce), Sha, Sib, UTi, Zag;

RI: App, Dee; **RII:** Mek; **RIII:** EGh, GaD(C,RM), GaV, UIn(PM).

Fleets: EMS(P), SCS(A), WMS(P).

Game transcript and map are posted on the website.

Due now are Pass/hold orders for Epoch IV. Order is Orange. Red, Ebony, Azure, Green, Purple. Your draw was _____.

Orange holds. Red holds. Ebony ...

IMPORTANT: Look ahead a bit and if you occupy (or plan to occupy) the starting territory of an Epoch IV empire or minor, send retreat instructions.



KREMLIN

New Party Chief
Turns 6.5-6.7



CAST:

Paul Bartlett: Bolsheviks Against Russian Treason (BART), 1 card
Mike Scott: The California Connection (TCC), 2 cards, 2 waves
Dave Anderson: Decaying Licentious Antequarians (DLA), 2 cards
Rudy Zodda: Red Zealots (RZ), 3 cards
John Butitta: Proleteriat Worker's against Imperialism (PWI), 3 cards
Cary Nichols: Re-Education Development Society (REDS), 0 cards

POLITBURO:

Party Chief:	<Vacant>	78w?++	REDS(10), DLA(1)
KGB Head:	Satin (O)	66s	
Foreign Minister:	Boremtodev (K)	84	TCC(1)
Defense Minister:	Karrienko (N)	57w?++	
Ideology Chief:	Protsky (U)	62?++	REDS(2)
Industry Minister:	Patina (S)	55s?	REDS(5)
Economy Minister:	Nogoodnik (V)	80?++©	RZ(4), PWI(3)
Sport Minister:	Krakemheds (E)	People: CF(DLA 2)WY(REDS 1)Z(DLA 1)	
Candidates: DGM R		Siberia: I(DLA 2)LQ	
The Wall: ABHJPTX			

TURN 6b

6.5 FUNERAL COMMISSION PHASE: Foreign Minister Boremtodev (K, uncontrolled) nominates Karrienko (N, default) to be Party Chief. TCC reveals 4 IP on "U". N & K vote "Da"; O, U, S & V vote "Nyet" so the nomination fails and K ages 1 SP to 67. TCC reveals 6 IP on K and has K nominate Protsky (U) for Party Chief. K, U & N vote "Da"; O, S & V vote "Nyet". Nomination fails, K ages 1 SP to 68 and becomes Party Chief.

6.6 REPLACEMENT PHASE: Party Chief Boremtodev moves "N" to Foreign Minister, and swaps "U" & "V". "K" demotes "S" to Candidates, and demotes "O" to Industry, and promotes "U" to Defense, demotes "V" to Candidate, promotes "M" to Ideology, demotes "G" to People, and promotes "C" to Candidate aging 7 SP to 75. Krakemheds promotes by age to KGB, then Goferbok and Niewitko promote by age to Economy and Sports Ministers respectively.

6.7 REHABILITATION PHASE: No action.

6.8 PARADE PHASE: We halt here since, barring a relevant card play, K will wave and TCC will have the win.

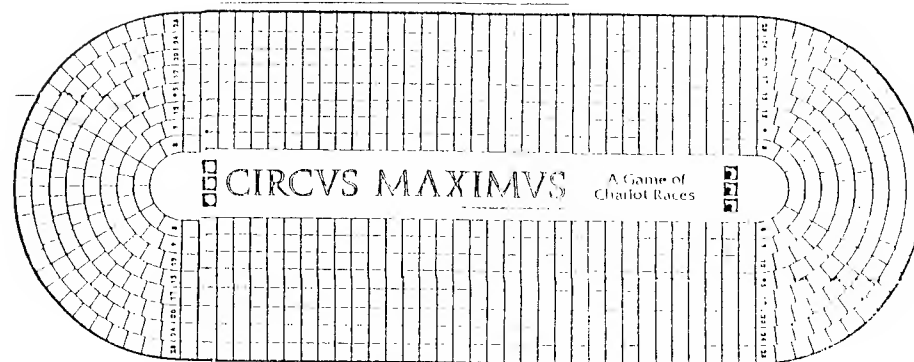
Due next time: Orders for the Parade Phase and, if needed, the Second Increase Influence Phase (order is DLA, RZ, PWI, REDS, BART, TCC), and for Turn 7 Cure though Health Phases.

POLITBURO:

Party Chief:	Boremtodev (K)	75	TCC(6)
KGB Head:	Krakemheds (E)	80?++©	RZ(4), PWI(3)
Foreign Minister:	Karrienko (N)	84s	TCC(1)
Defense Minister:	Protsky (U)	57s?++	TCC(4)
Ideology Chief:	Eatstumuch (M)	64	
Industry Minister:	Satin (O)	78?++	REDS(10), DLA(1)
Economy Minister:	Goferbok (C)	74	
Sport Minister:	Niewitko (D)	73	
Candidates: F(DLA 2)GRS(62?++REDS(2)), V(55?, REDS(5))		People: WY(REDS 1)Z(DLA 1)	
The Wall: ABHJPTX		Siberia: I(DLA 2)LQ	

LEGEND: s = strong, w = weak, + = sick, ++ = sick, © = Cure, ? = under investigation, _ = position is vacant, #xx = card in play

Your cards are:



So far only Zieske's Purple faction, Fryling's Black and White faction, and Copeland's faction have submitted chariot stats. Anderson has expressed interest, but not sent the stats. Need at least two to four more for a 1 chariot/player race.

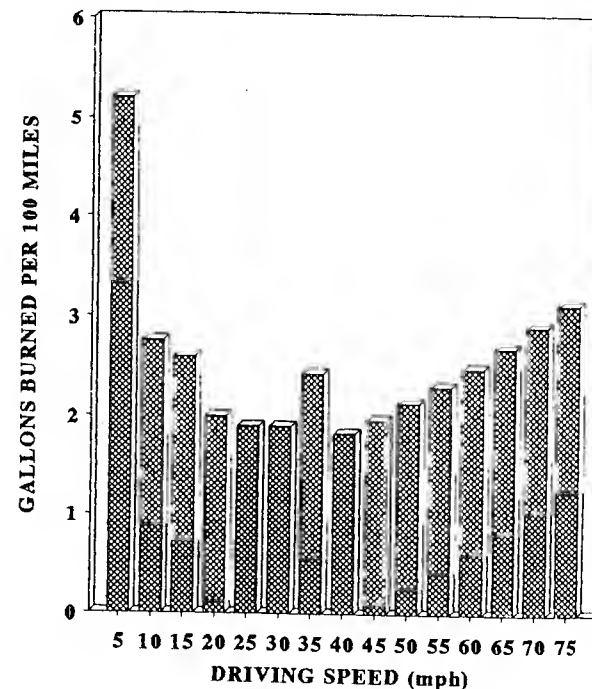


Figure 12.1. Driving speed and fuel consumption. (Source: Data courtesy of Ford Motor Company, Dearborn, MI.)



PUERTO RICO

Turn 8



Turn 8

STATUS:

Ron Fisher: **Gov.** Hacienda(_), Hospice(x), Sm Indigo(x), L Indigo(XXX), 4xIndigo(x), Sugar(_),

2xQuarry(x), Corn(x), Quarry(_), Corn(_), Tobacco(_), 2d, 3 VP, 5 indigo, 1 corn.

Tom Butcher: Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Corn(x), 2xSugar(x),

3xQuarry(x), Sugar(_), SJ(1), 2d, 2 VP, 1 corn.

Brad Martin: Sm Warehouse(x), Tobacco St(x), Harbor(x), Corn(x), 2xTobacco(x), Coffee(x),

2xCoffee(_), Tobacco(_), 5d, 2 VP, 1 corn, 1 tobacco.

Paul Barrett: Sm Market(x), L Indigo(_), Sm Indigo(x), C Roaster(x), Sm Sugar(_), Factory(_),

Quarry(x), Coffee(x), Indigo(x), 2xIndigo(_), Corn(x), Coffee(_), 5d, 0 VP, 1 indigo.

John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(_), Hospice(x), Tobacco St(x),

Indigo(x), 2xCorn(_), Quarry(x), 2xTobacco(_), Tobacco(x), 1d, 4 VP, tobacco.

Governor Fisher chooses **Builder**, builds Office (-2d, 3cr). Butcher and Martin build not. Barrett builds Tobacco storage (-4d, 1cr). Butitta builds not.

Butcher chooses **Trader** and sells 1 corn for 1d. Martin sells tobacco for 3d. Barrett sells indigo (+1d). Butitta & Fisher can't sell.

Martin chooses ...

AVAILABLE PLANTATIONS: Coffee, Corn, 2xIndigo, 2xSugar

AVAILABLE ROLES: Captain (1d), Craftsman, Mayor (1d), 2xProspector, Settler (1d).

COLONY SHIP: 10 colonists.

SHIPS: 6-ship, 7-ship (1 tobacco), 8-ship (2 indigo)

STOCK: 48 colonists, 113 VP, 9 coffee, 4 tobacco, 7 corn, 11 sugar, 3 indigo

STATUS:

Ron Fisher: **Gov.** Hacienda(_), Hospice(x), Sm Indigo(x), L Indigo(XXX), Office(_),

4xIndigo(x), Sugar(_), 2xQuarry(x), Corn(x), Quarry(_), Corn(_), Tobacco(_), 0d, 3 VP, 5 indigo, 1 corn.

Tom Butcher: **Trader**, Sm Sugar(x), Construction Hut(x), Sm Warehouse(x), Corn(x), 2xSugar(x),

3xQuarry(x), Sugar(_), SJ(1), 3d, 2 VP.

Brad Martin: Sm Warehouse(x), Tobacco St(x), Harbor(x), Corn(x), 2xTobacco(x), Coffee(x),

2xCoffee(_), Tobacco(_), 8d, 2 VP, 1 corn.

Paul Barrett: Sm Market(x), L Indigo(_), Sm Indigo(x), C Roaster(x), Sm Sugar(_), Factory(_),

Tobacco St(_), Quarry(x), Coffee(x), Indigo(x), 2xIndigo(_), Corn(x), Coffee(_), 2d, 0 VP.

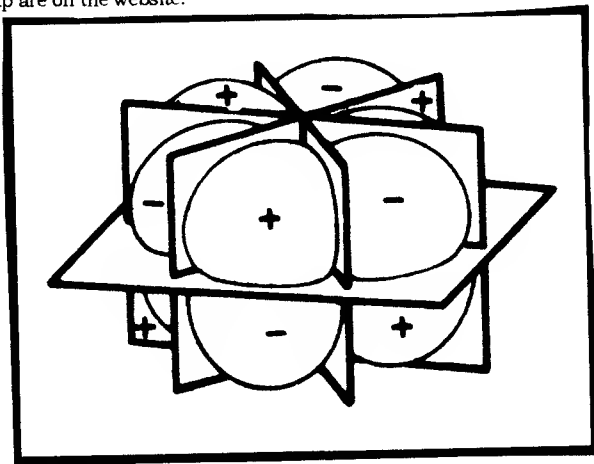
John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(_), Hospice(x), Tobacco St(x),

Indigo(x), 2xCorn(_), Quarry(x), 2xTobacco(_), Tobacco(x), 1d, 4 VP, tobacco.

AVAILABLE BUILDINGS: All but Sm Market, Construction Hut, Sm Warehouse, Hospice, Office, Tobacco St.

TRADING HOUSE: Corn, tobacco, indigo.

Transcript and map are on the website.



SoC

Z Wins!

Turns 11.3-12.2

Ernst

The Cast: R Fisher (F) P Zieske (Z) M Scott (S) K Wilson (W) R Copeland (C)

11.3 (S): Roll 5. F collects 3 lumber at b3. F collects 2 grain at c3. S & W collect 2 grain at f5. S trades 4 lumber for 1 ore.

11.4 (W): Roll 10. Z collects 2 sheep at c3. W collects 2 lumber at e6. Z collects 2 brick at h3. Buys card (-gos, ...)

11.5 (C): Roll 9. Z collects 3 ore and C 2 ore from d3. S collects 1 lumber from e7. F and C collect 1 brick each from f3. No trades. C builds road at g1/g2 (-bl).

Turn 12

12.1 (F): Roll 9. Z collects 3 ore and C 2 ore from d3. S collects 1 lumber from e7. F and C collect 1 brick each from f3. Trades 3 lumber for 1 sheep thru b2/a2/b3. Build settlement @ b3/a3/b4 (-blgs +1 VP). **SBP:** None.

12.2 (Z): Roll 10. Z collects 2 sheep at c3. W collects 2 lumber at e6. Z collects 2 brick at h3. Z plays knight, moves robber to f5, steals lumber from S. Z port trades 3 ore for 1 grain and 3 sheep for 1 grain. Z builds roads at b2/c2 and e2/f2 (-2b,2l), builds a settlement at b1/b2/c2 (-blgs +1 VP). Wins.

COMMODITY STATUS

Player	brick	grain	lumber	ore	sheep	Knights	cards	VP	Other
F	1	1	1	0	0	1	1	7	
Z	1	1	0	3	1	1	0	9	Road(7)
S	0	4	1	1	0	0	0	5	
W	0	2	6	0	2	1	1	4	
C	1	0	5	4	1	0	0	4	

BOARD:

Desert: d5, g5

Forest: b3(5), c5(6), e4(6), e6(10), e7(9), f6(8)

Grainfield: b2(2), c4(12), e3(5), f5(5), g2(3), g3(4)

Hill: c3(11), d6(3), f3(9), f4(2), h3(8)

Mountain: b4(4), d3(9), e2(4), g5(11), h4(11)

Pasture: c2(10), d2(8), d4(12), e5(3), f2(8), h2(6)

Port (3-1): a2, a4, d1, f2, f4

Port (2-1): b1(g), c6(s), e8(o), f1(l), g6(b), h1(s)

Water: a1, a3, b5, c1, d7, e1, f7, g1, h5, i1, i3

Development: Robber @ f5.

F: Cities: e3/e4/f3, b3/c3/c4

Settlements: a2/b2/b3, e2/f2/e3, a3/b3/b4

Roads: b3/c3, e3/e4, b2/b3, e3/f3, b3/c4, b3/b4, e2/e3

Z: Cities: d2/d3/e3, g3/h2/h3

Settlements: c2/c3/d3, d1/d2/e2, c1/c2/d2

Roads: d2/d3, g3/h2, c2/d3, d2/e3, c2/d2, d1/e2, e1/e2

S: Settlements: d6/e6/e7, e4/e5/f4, e5/e6/f5, f4/f5/g4, g4/g5/h4

Roads: e6/e7, e5/f4, e5/f5, f4/f5, f5/g4, g4/g5, g4/h4, h3/h4, h3/i3

W: Cities: f5/f6/g5, b4/c4/c5

Roads: c4/c5, f5/f6, e6/f5, e5/e6, f6/g5, c5/d5, f6/g6

C: City: d3/d4/e4

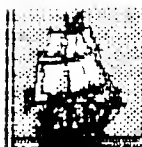
Settlement: f3/g2/g3, g2/h1/h2

Roads: d3/d4, g2/g3, g2/h2, c3/d3, g2/h1, g1/h2

ON DECK

1830: Frueh, Zodda, Zieske, Copeland
1835: Hanna, Zieske
1856: Hanna, Frueh, Zieske
1870: Zieske, Hanna, Frueh, Martin, Bailey
AGE OF RENAISSANCE: Copeland
BRITANNIA: Zieske, Copeland
CIRCUS MAXIMUS: Fryling, O'Hara, Copeland
GUNSLINGER: Scott, Fowble, R Fisher; need 4 more
HISTORY OF THE WORLD, Pt 1: Zodda.
MACHIAVELLI: Nichols.
MAGIC REALM: Butitta, Deb A
MERCHANT OF VENUS: R Fisher, Deb A, Dowrey
RUSSIAN CIVIL WAR: Scott
SAMURAI (AH): Copeland
SILVERTON: Zieske, Deb A, Nichols
WIZARD'S QUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), AGE OF RENAISSANCE, AIR BARON, ATTIKA, BALKAN WARS DIP, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, DUNE, EVO, GODSFIRE, KAMAKURA, KREMLIN, LIFTOFF!, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.



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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 7 OCT 05

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct, Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

<http://hometown.aol.com/prbolduc/boris/borishome.htm>



Source of the Nile

Turn 41



The Cast:

Brad Martin
 Andrew York

Jason Bargender
 Don Chinnery

D&D Anderson

Published: Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river from 3 and 6 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veldt), BB6 (veldt, river to 5), BB5 (mountain, river from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), DD9 (lake, +56 acres), CC10 (veldt), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 4 to 1), AA11 (jungle, river from 4 to 1), AA12 (veldt), Z12 (veldt, river 4 to 5), CC12 (lake).

Natives: S44 (the Afagbege) in F3, M1 (the Ankran) in P2, S49 (the Ndukwe) in E4, L11 (the Mphahlele) in Z13, S41 (the Bonsu) in G4, M10 (the Kimbundu) in G22, M37 (the Maleonde) in I22, M24 (the Gadami) in FF7, L15 (the Bagaza) in J19, M36 (the Ruanda) in J18, S2 (the Ngubane) in GG5, M04 (the Maumela) in DD10, S03 (the Mohopi) L5 (the Kgabo) in BB6, M6 (the Dzelwe) in BB5, S07 (the Chiepe) in AA11, S08 (the Otoo) in F4, S9 (the Masai) in U6.

Press:

Dear Horis

We have some good news and bad news. The good news is Englantine has a new pair of crocodile shoes. The bad news is we traded an askari for them.

She looks so fashionable in them and they provide good camouflage for the jungle. I think we are getting near what you yanks call Minnesota, the land of a 10,000 lakes. I think we discovered at least a couple of them.

STELLAR CONQUEST

Kurzon Dax: Awaiting orders for Combat 22.